INSTRUCTIONS

TELE-GAMES

Presents

SKIING

Object of the Game:
The object of the SKIING™ games is to successfully negotiate the course in the least amount of time.

Starting the Game
Insert the game cartridge. Push the POWER switch to the On position.

Controls
All players will use controller #1. All references to the joystick, keypad and fire button refer to those features on controller #1. Only the left fire button is used on controller #1. All references to the fire button refer to the left fire button on controller #1.

"How Many Players" Screen
SKIING™ may be played by 1 to 4 players. When asked for the number of players, use the keypad to enter a number between 1 and 4.

"Enter Name" Screen
You will be asked to enter a name for each player. To select a letter, move the joystick to the left or right. Notice how the arrow under the alphabet moves in the same direction. The letter to which this arrow points is the letter that will be entered when you press the fire button. The letters you select will replace the asterisks on the second line of the screen. You may enter name of up to eight letters.

If you make a mistake, position the arrow at the < character and press the fire button. This will delete the last letter entered. You may do this as many times as necessary to delete a mistake.

When you have entered all the letters of a name, position the arrow at the + character and press the fire button. This will store the name entered.

"Select Events" Screen
To select a game, move the joystick up or down. Notice how the arrow to the left of the screen moves in the same direction. The event pointed to by the arrow is the event that will be selected when you press the fire button (except BEGIN which will be explained shortly). Upon selection of an event, you will be asked for a level of difficulty for the event. Level 1 is the easiest and level 3 is the hardest skill level for the event. Use the keypad to enter the desired level of difficulty for the event. If you change your mind, you may de-select an event by positioning the arrow at that event and press the fire button. You may select any combination of events and skill levels.

When you have completed your event selection, move the arrow to BEGIN and press the fire button. This will initiate the first event.

General Rules for All Events

All events are played for time. At the bottom of the screen will be the name of the current player and his elapsed time for the current event. All players will use the same course for a given event.

Starting an Event

Shortly after the player's name appears at the bottom, a series of tones will sound. The three low tones are to warn you to prepare to start. The high tone is the start signal and causes the clock to start. Press the fire button to start the player. This causes the player on screen to leave the start house and start down the course.

Pressing the fire button too soon is considered a "false start". You will be assessed a penalty of 10 seconds for a false start.

Player Control

Use the joystick to control the player's movement. Moving the joystick left or right will cause the player to change his attitude in relation to the slope of the hill. The more down hill the player's skis point, the faster down hill he will travel and with little lateral movement. When the player's skis point more to either side, the player's speed will decrease and he will move laterally. You must try to complete the course as quickly as possible while avoiding obstacles and successfully navigating the course.

Should the player make physical contact with an object, he will fall down and be stunned for a period of time. The period he is stunned is a function of the player's speed. The faster he was moving the longer he will be stunned. Needless to say, the clock is still running during the stunned period.

Finishing the Event

A red finish line is found at the end of the course. When a player has crossed this line, a fanfare will sound and that player's turn at the current event has ended. After a few seconds delay, either the next player will be started or the scoreboard will be displayed.

Slalom Rules

In the slalom event, you are expected to pass between sets of flags or "gates" as you make your way down the course. The total number of gates on the course as well as the number of gates you have successfully negotiated are displayed at the lower right of the screen.

A penalty for missed gates is assessed at the end of each player's turn. You will be assessed 5 seconds for each missed gate.

Downhill Rules

In the downhill, you are asked to find the quickest way through the "moguls" on the course to the finish line.

Scoreboard

At the end of each event and at the end of all events, a scoreboard will be displayed. The scoreboard will give event times for all players and will indicate the winner of an event with an asterisk "*".

If additional events remain to be played, pressing any key on the keypad will start the next event.

If all events have been played, you may restart the game a number of different ways. To repeat the same events with the same players, press the asterisk "*" key. To select new events or change event levels, press the zero "0" key. To select new players and events, press the number sign "#".

Miscellaneous

An infinite number of courses are included in your videogame and each course is randomly determined every time you select a new skill level or new event.

For the best time, you must strive to move vertically or diagonally as much as possible (horizontal movement is slow and uses up precious time).

Periodically, the invisible "mogul monster" will mischievously move some slalom gates into the forest. Sometimes you can slide between a tree and the gate without crashing, however, other times it will be impossible to go between them. You may descide to avoid that gate and receive only a penalty instead of potentially crashing and losing precious time *plus* receiving a penalty.

These instructions cover only the basic gameplay. As you play you may discover additional features and strategies.

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